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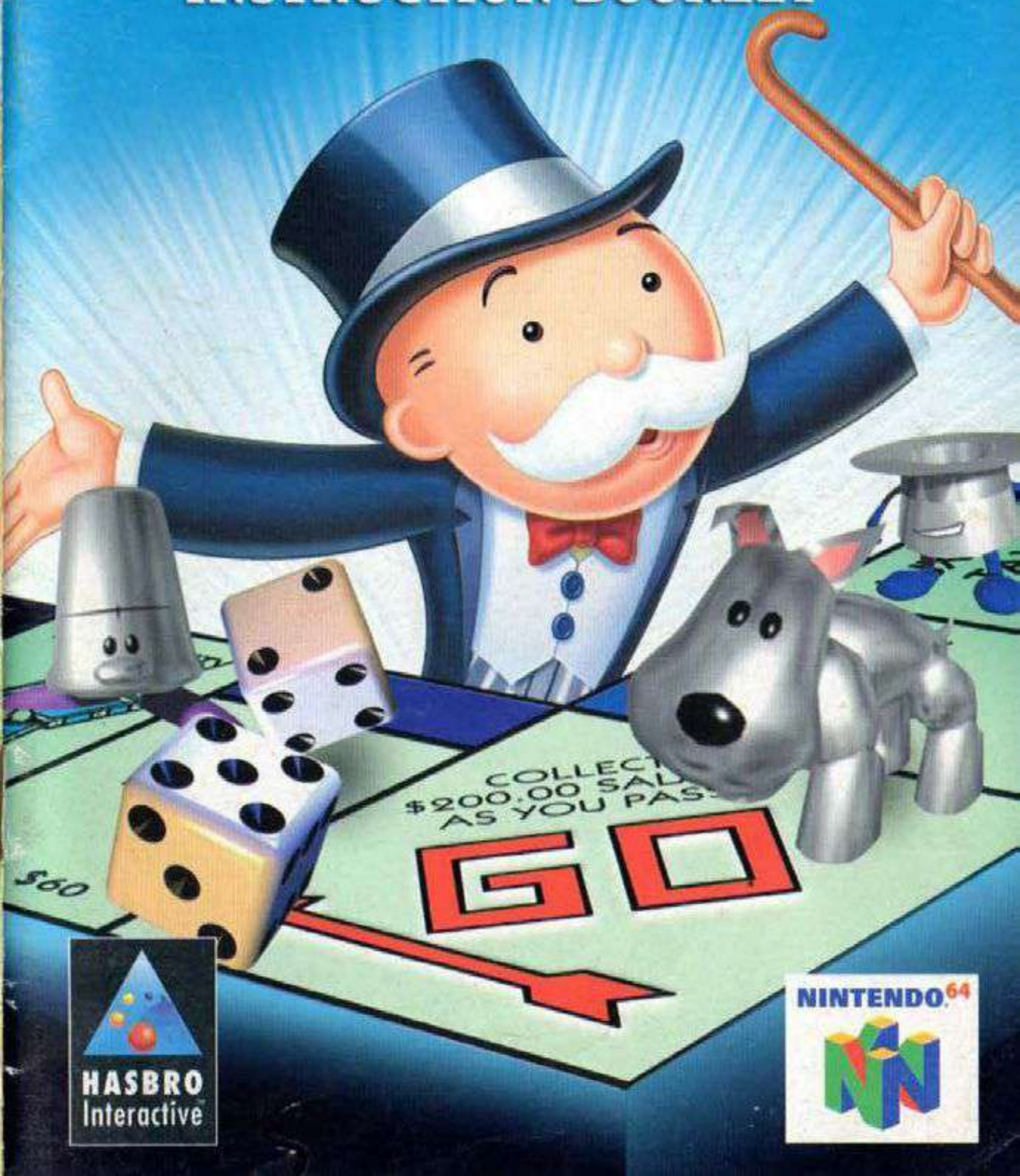
MONOPOLY

BRAND

INSTRUCTION BOOKLET



HASBRO Interactive

NINTENDO 64

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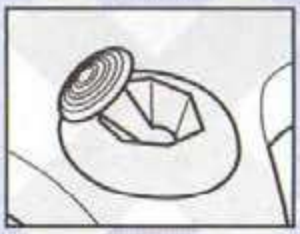
IMPORTANT!

When you first turn on the game, you will see a screen featuring an American flag and a British flag. Select the American flag and then press the **A** Button to continue. If you accidentally select the British flag, turn the Control Deck OFF and then press and hold **START** while turning the Control Deck back ON. This will return you to the Flag selection screen where you can now select the American flag.

Control Stick Function

The Nintendo® 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press **START** while holding the **L** and **R** buttons.

The Control Stick is a precision instrument – make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center℠.

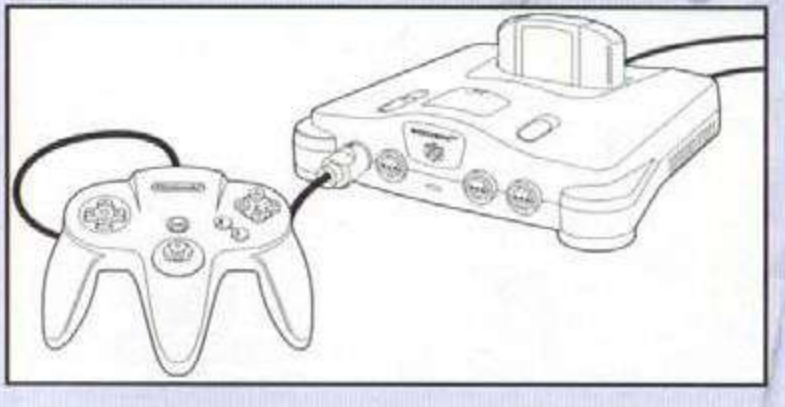
Holding the Nintendo® 64 Controller

While playing the *Monopoly*™ game, we recommend you use the hand positions shown below. By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the **A**, **B** or **C** Buttons. Place your left index finger on the **Z** Button on the back of the controller.

Connecting the Nintendo® 64 Controller

To play Monopoly, connect a controller to socket one located on the front panel of the Control Deck. If you change the connection during the game, you will need to turn the power OFF to make the connection active.

This game is designed for one or more human players. Players may share a controller, so only one controller is needed. However, the game plays just as well with multiple controllers.



WELCOME TO MONOPOLY™!

Monopoly, the world's favorite board game, now comes to Nintendo® 64! Play against friends or challenging computer opponents on the classic board, in a three-dimensional world that comes to life! Watch the tokens that everyone knows and loves take on a life of their own. So Advance to GO, collect $200 bucks and get ready for an exciting *Monopoly* experience!

GETTING STARTED

You can play the *Monopoly* N64 game with up to 4 players. Your opponents can either be human or AI (computer-controlled artificial intelligence).

Correctly insert the Game Pak into the Nintendo 64 Control Deck and move the power switch to the ON position. Make sure not to touch the Control Stick at this time. After the introduction plays, press **Start** to begin the gameplay setup sequence.

Important! When setting up and playing the game, the current activities will be presented in the message bars located at the top and bottom of the screen. The buttons at the bottom of the screen represent the possible actions you can take. Further assistance is given by holding down the left shoulder button, which will give you further information on the buttons' functions.

STEP 1: SELECT THE GAME TYPE

Use the Control Stick to highlight one of the menu items. Press the **A** Button to confirm your selection, or the **B** Button to cancel.

Standard Game - Follows all the standard rules from the classic *Monopoly* board game.

Short Game - Plays just like the Standard Game, except for three changed rules. See "The Short Game" on page 18.

Timed Game - Players must agree to a definite time limit to the game. See "The Timed Game" on page 19.

Restore Game - Continues a previously saved game at the point where it was left off.

STEP 2: SET UP THE GAME

Use the Control Stick to highlight the menu items. Press the **A** Button to confirm your selections, or the **B** Button to cancel.

Add / Remove Players - Select to add or remove a human or computer player. See "How to Add/Remove Players" below.

Gameplay Options - Select to access the Gameplay Options menu. From there you can turn walking animations and audio on/off, as well as adjust the music and sound effects volume.

Game Rules Options - Select to access the Game Rules Options menu. See "Game Rules Options" on page 20.

Start Game - After you've set up the game to your liking, select this item to start playing!

HOW TO ADD/REMOVE PLAYERS

To Add a Human Player

First, select the **Add Human** button. Next, select a token to represent that player during play. Finally, use the **Control Stick** and the **A** Button to enter the player's name.

To Add a Computer Player

Select the **Add Computer** button and then select a personality type (Cautious, Bold, Normal or Intelligent) for that player.

To Remove a Human or Computer Player

Any player can be removed from a game before the game begins. To remove a player, select **Remove Last Player** from the Add Players menu. The last player that was added to the game will be deleted.

THE OFFICIAL RULES

The Game in Brief

Monopoly is the game of buying, renting or selling properties so profitably that players increase their wealth – the wealthiest becoming the eventual winner. Starting from the "GO" space, your token moves around the board according to your dice roll. When you land on a space that is not already owned by someone else, you may buy it from the Bank. If you choose not to buy it, you must auction it off to the highest bidder. Players who own properties collect rents from opponents landing there. The construction of houses and hotels greatly increases the rent you can collect on properties, so it is wise to build on as many sites as possible. If you need to raise more money, the Bank can give mortgages on properties. You must always obey the instructions given on Chance and Community Chest cards. Sometimes you will be sent to Jail.

Object

To be the only player left in the game that is not bankrupt.

Playing the Game

At the start of the game you will be given $1,500.

On your turn, roll the dice and move forwards around the board in the direction of the arrow. The space you land on will determine what you have to do next. (Two or more tokens may rest on the same space at the same time.)

The space you land on may require you to do one of the following:

* Buy properties (if you choose)
* Pay rent (if you land on an owned property)
* Pay taxes
* Draw a Chance or Community Chest card
* Go to Jail
* Rest on the Free Parking space
* Collect $200 salary

Rolling Doubles

Take your regular turn; then roll the dice again for another turn. If you roll doubles for a third time in succession, you will be sent directly to Jail.

Passing "GO"

Every time you either land on or pass "GO," you receive $200 from the Bank.

Buying Property

If you land on an unowned property, you may buy it if you so choose. If you decide to buy, the price of the property will be deducted from your cash funds. You will receive in exchange, as proof of ownership, that property's Title Deed.

If you decide not to buy, you must immediately auction the property to the highest bidder. Even though you declined the option of buying at the original price, you may join in the bidding. (See "Auctioning Property" on page 14.)

Owning Property

Owning property entitles you to collect rent from any "tenants" (other players) who land on that space. It is an advantage to own all the properties within a color-group – in other words to own a monopoly. You can build on any properties for which you own the complete color-group (as long as no properties within that color-group are mortgaged).

Landing on Owned Property

If you land on a property that has previously been bought by another player, you may be required to pay rent. The amount payable is shown on the Title Deed for that property and will vary according to the number of buildings on it. If a player owns all properties within a color-group, the rent payable is doubled on any property of that group not yet developed. **Note:** You cannot collect double rent if any one site in a color-group is mortgaged. Where houses or hotels

have been built on a property, the rent will increase and will be shown on that property's Title Deed. Rent is not payable on mortgaged properties.

Landing on the Utilities

If you land on a utility, and it is not already owned, you may buy it. If, however, the utility is already owned, you may be asked to pay rent to the owner. Rent amount is determined by your already rolled dice. If the owner has only one of the utilities, the rent will be *four* times your dice roll. If, however, the same player owns both utilities, you must pay *ten* times the amount of your dice roll. If you are sent to the utility as a result of a Chance or Community Chest card, you must pay ten times the amount shown from your last dice roll. If you decide not to buy, you must auction the utility to the highest bidder.

Landing on the Railroads

If you are the first to land on the railroad, you may buy it. If you decide not to buy, you must auction it to the highest bidder. Even though you declined to buy at the original price, you may join in the bidding. If the railroad is already owned when you land on it, you must pay the amount stated on the Title Deed. The amount payable will vary according to the number of other railroads owned by that player.

Landing on "CHANCE" and "COMMUNITY CHEST"

These cards may ask you to do one of the following:

* Move your token
* Pay money – for example, in taxes
* Receive money
* Go to Jail
* Get Out of Jail Free

If you pick a "Get Out of Jail Free" card, you may keep it until you wish to use it, or sell it at a mutually agreed upon price.

Landing on "INCOME TAX" and "LUXURY TAX"

When you land on either one of these spaces, the corresponding amount will be deducted from your cash funds and paid to the Bank.

Free Parking

When you land on "Free Parking," you must rest here until your next turn. There is no penalty for landing here.

Jail

You will be sent to Jail if:

* You land on the "GO TO JAIL" space, *or*
* You pick a Chance or Community Chest card which tells you to "GO DIRECTLY TO JAIL," *or*
* You roll doubles three times in succession on your turn.

Your turn ends when you are sent to Jail. If you are sent there, you will not collect $200 for passing GO, regardless of where you are on the board.

To get out of Jail you can:

* Pay a fine of $50 and continue on your next turn, *or*
* Purchase a "Get Out of Jail Free" card from another player at a mutually agreed upon price and use it to get out, *or*
* Use a "Get Out of Jail Free" card if you already have one, *or*
* Wait there for three turns, rolling the dice on each turn to try to roll doubles. If you roll doubles on any turn, move out of Jail using this dice roll.

After you have waited three turns, you must pay $50 and then move out of Jail. **Note:** While in Jail you can collect rent on properties, provided they are not mortgaged.

Just Visiting

If you are not "sent to Jail" but, during the course of play, land on the Jail space, you are "Just Visiting" and incur no penalty. On your next turn, move ahead as usual.

Houses

Once you own all properties of a color-group, you can buy houses to put on any of those spaces. This increases the rent you can charge to passing tenants. The price of a house is shown on the relevant Title Deed.

You can only buy houses on your turn, and you must build *evenly.* You cannot build a second house on any one site of a color-group until you have built one house on every site of that group, and so on, up to a maximum of four houses per property. Selling houses must also be done evenly. You can buy or sell at any time, and as many buildings as your judgment and financial standing will allow.

Note: Houses may not be built if *any* site of the same color-group is mortgaged.

If you own all properties of a color-group, and only one or two of them have been built on, you can still collect double rent from another player who lands on one of your unimproved properties in that color-group.

Hotels

You must have four houses on *each* site of a complete color-group before you can buy a hotel. Hotels are bought in the same way as houses and cost four houses, which are returned to the Bank, plus the price shown on the Title Deed. Only one hotel may be erected on any one site.

Selling Property

You may sell undeveloped properties, railroads and utilities to any other player as a private transaction for a sum agreeable to both of you. (See "The Trading Screen" on page 17.) No property, however, may be sold to another player if any buildings stand on any of the properties of that color-group. Should you wish to sell a property from a color-group, you must first sell all buildings on those properties to the Bank.

Houses must be sold evenly, in the same way as they were bought. (See "Houses" on page 11). Houses and hotels cannot be sold to other players. They must be sold to the Bank at *half the value* stated on the relevant Title Deed.

For hotels, the Bank will pay half the cash price of the hotel plus half the price of the four houses, which were given to the Bank for the purchase of the hotel. All hotels on one color-group may be sold at once.

If necessary, hotels can be broken back down into houses to raise money. To do this, you can sell a hotel to the Bank and receive, in exchange, four houses as well as money for the hotel (i.e. half its cost).

Mortgaged property *cannot* be sold to the Bank, but can be sold to other players.

Mortgages

If you have no money left and are required to pay a debt, you can raise money by mortgaging a property. To do this, first sell off any buildings on that property to the Bank. (See "Mortgaging/Unmortgaging Properties" on page 15.) When you wish to repay your mortgage, you must pay the amount of the mortgage plus 10% interest.

Note: If you mortgage a property, you retain possession of it. No other player can secure it by paying off the mortgage to the Bank.

Rent cannot be collected on a mortgaged property. It can, however, still be collected for other properties of that color-group.

You can sell mortgaged property to other players at any agreed upon price. The buyer can then decide to remove the mortgage immediately by paying off the mortgage plus the 10% interest. Alternatively, he/she can pay the 10% but retain the property with a mortgage. In this case, when the mortgage is finally removed an additional 10% is payable.

When all sites of a color-group are no longer mortgaged, the owner may begin to buy back houses at full price.

Bankruptcy

If you owe the Bank or another player more money than you can raise from your assets, you are declared bankrupt and are out of the game.

If your debt is to the Bank, the Bank takes all your cash and Title Deeds. The Bank then auctions off each property to the highest bidder.

If you are made bankrupt by another player, your houses and hotels are sold to the Bank at half their original cost and that player receives any cash, Title Deeds and "Get Out of Jail Free" cards you own. If you own any mortgaged property, you must turn it over to that player. That player must immediately pay 10% and then choose whether to retain the mortgage or pay it off in full now.

Short on Cash?

If you owe more rent than you can pay in cash, you may be able to mortgage a property, sell a house or hotel, or negotiate a trade with another player to raise enough cash to pay your debt. In this case, the creditor may choose to accept certain property (even if it is mortgaged) at a value far in excess of the printed one in order to obtain additional sites, or to block another player from obtaining control of that property.

Money can only be loaned to a player by the Bank, and then only by mortgaging property.

THE GAMEPLAY SCREEN

On Your Turn

On your turn, press the **A** Button to roll the dice. Your token will then move to the appropriate space determined by the dice roll.

Buying Property

To buy an unowned property, press the **A** Button. The price of the property Deed will automatically be deducted from your bank account and the property card will be displayed in your corner of the screen.

If you land on an unowned property and do not want to buy it, press the **B** Button to put the property up for auction.

Auctioning Property

All players may participate in an auction, including players in Jail. To bid on a property, press the **Z** Button and adjust the amount of your bid with the Control Stick. The highest bidder is awarded the property.

Viewing Assets

On your turn you can view your assets (or your opponent's) by pressing the **Z** Button. From your Assets screen you can view individual property details, buy and sell houses to the Bank, mortgage property and perform trades with other players. To select a property for viewing, move the highlight around the board using the Control Stick.

Mortgaging/Unmortgaging Properties

Players mortgage and unmortgage properties to the Bank. To mortgage/unmortgage a property, go to the Assets screen and press the *Left* **C** Button to access the Mortgage menu. From the Mortgage menu, press the *Left* **C** Button to mortgage a selected property. To unmortgage a selected property, press the *Right* **C** Button. **Note:** Mortgaged properties will be displayed in gray on the board when pressing the right shoulder button.

Buying/Selling Houses and Hotels

Players buy and sell houses and hotels to the Bank. To buy a house or hotel, first go to your Assets menu. Using the Control Stick, highlight the property of the color-group on which you want to build a house or hotel. **Important!** You must own the entire color-group and it must be fully unmortgaged in order to build houses on any property within it. Also, the Even Build rule will automatically be enforced, thus you will not be allowed to build unevenly.

While the desired property is highlighted, press the *Right* **C** Button to enter the house/hotel menu. Press the *Right* **C** Button again to add a house/hotel to the highlighted property. To remove houses from the highlighted property, press the *Left* **C** Button. When you have finished building (or selling) houses, press the **A** Button to accept

the changes you have made. If you change your mind, press the **B** Button to return to your Assets menu with no changes having been made.

Note: A hotel can only be purchased after four houses have already been built on that property.

Change Your Viewing Angle

As your token moves around the board, press the *Up* **C** Button to change your viewing angle of the gameboard.

THE TRADING SCREEN

To propose a trade with another player, press the **Z** Button to activate Trading from the Assets screen.

How to Propose a Trade to Another Player

Using the Control Stick, select the player with whom you wish to trade. Next, using the **C** and **Z** Buttons, select the properties, immunities, money or Get Out of Jail Free Cards icons to trade those assets, respectively. Your assets are located at the bottom of the trading window while the player with whom you wish to trade is located at the top of the trading window. When you are satisfied with the trade setup, press the **A** Button. If at any time you wish to cancel the trade, press the **B** Button.

Your opponent must choose whether to ACCEPT, COUNTER or REJECT the deal. If he/she *accepts* the deal, play returns to the Gameplay screen with the assets transferred. If he/she *rejects* the deal, play returns to the Trading screen with nothing having changed hands. You can now modify your trade offer or cancel the trade altogether. If your opponent chooses to *counter* the offer, then he/she now controls the terms of the deal.

If a trade is proposed to you, press the **A** Button to accept the trade, the **Z** Button to propose a counteroffer, or the **B** Button to reject the trade outright.

Trading Mortgaged Properties

If you receive mortgaged property as part of a deal, you must pay 10% of the mortgage value as a surcharge for taking over the mortgage. If you later unmortgage the property, you will have to pay the mortgage principle plus 10%.

Trading Immunities

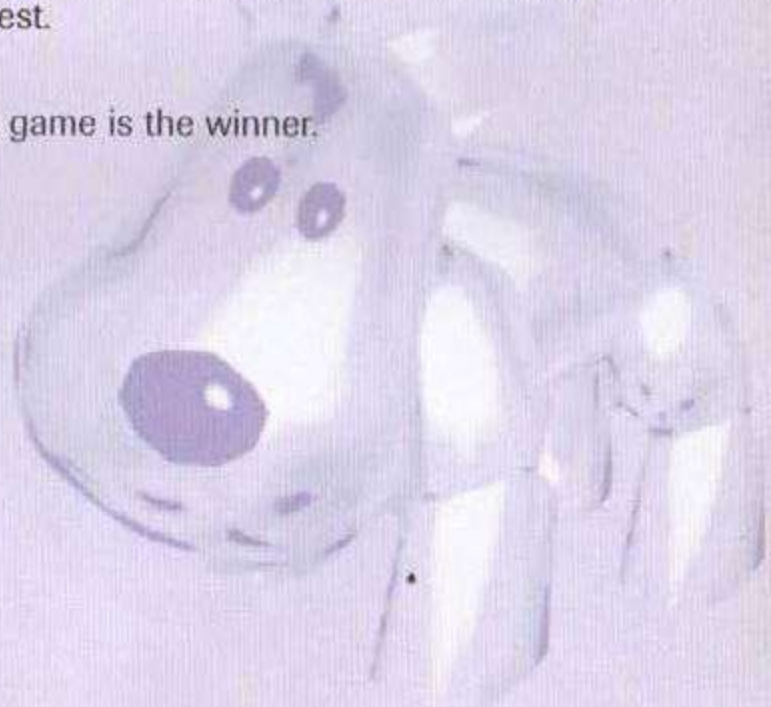
As part of a trading transaction, one player may grant another immunity from paying rent a number of times when they land on a property or set of properties. These immunities may not be sold or traded to a third party. **Note:** Trading immunities is only possible if the "Rent Immunity in Trading" game rules option has been set to ON.

Other Ways to Raise and Spend Money

If you need to raise money, you can always sell a house or hotel back to the Bank. If you're rolling in the dough, however, you can use that extra cash to buy a house or hotel, or to unmortgage a property. **Note:** The property owner must then pay the Bank the amount of the mortgage plus 10% interest.

Winning

The last player left in the game is the winner.



THE SHORT GAME

At the start of a short game, the Bank deals three properties at random to each player. The players must immediately pay the Bank the price of each property. Play then continues as in a normal game.

In a short game, it is necessary to have only three houses (instead of four) on each property of a complete color-group before the player may buy a hotel. Rent for a hotel remains the same as in the normal game. The turn-in value of a hotel is still one-half the purchase price, which in this game is one house less than in the normal game.

The first player to go bankrupt retires from play and ends the game. Play immediately ceases, with the bankrupt player turning over to their creditor all that they have of value, including houses and hotels and any other properties. This happens when the creditor is a rival player or the Bank.

Each remaining player then values their own assets: (1) cash on hand; (2) property, utilities and railroads owned at the price displayed on the board; (3) any mortgaged property owned at the price displayed on the Title Deed; (4) houses, valued at purchase price; and (5) hotels, valued at purchase price including the value of the three houses turned in.

The richest player wins!

THE TIMED GAME

Before play begins, players must agree to a definite time limit to the game, when the richest player will be declared the winner. Use the Control Stick to highlight the length of time you want to play (15 minutes, 30 minutes, 45 minutes or 1 hour). Press the **A** Button to confirm your selection, or the **B** Button to cancel.

At the start of a Timed Game, the Bank deals two properties at random to each player. The players must immediately pay the Bank the price of each property. Play then continues as in a normal game.

GAME RULES OPTIONS

Highlight the game rule option that you would like to change and then press the **Z** Button to change the current setting. After you have changed the game rules to your liking, press the **A** Button to confirm your selections.

Free Parking Pot (Default = OFF) - If this rule is ON, $500 is placed on Free Parking at the start of the game. Also, all taxes, fines and payments to the Bank are put on this space. If a player lands directly on the space he/she gets the money. When a player wins the money, the pot will grow only by taxes, fines and the payments to the Bank.

Double Money for Landing on GO (Default = OFF) - If this rule is ON, a player collects $400, rather than $200, for landing directly on the GO space.

Even Build Rule (Default = ON) - When set to ON, houses must be evenly distributed among all properties in a group. The number of houses on any property cannot be more than one greater than any other property.

Go Around Once Before Buying (Default = OFF) - When set to ON, players must go around the board one time before they are allowed to purchase property.

Unsold Properties Go to Auction (Default = ON) - When set to OFF, unsold properties will go back to the Bank, not to auction.

No Collecting Rent from Jail (Default = OFF) - When set to ON, players may not collect rent from Jail.

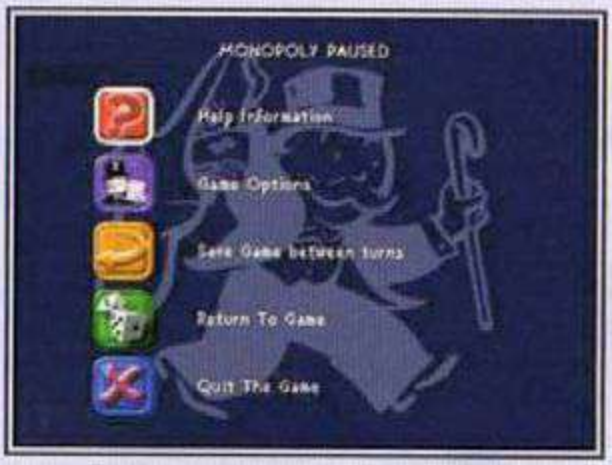
Rent Immunity in Trading (Default = ON) - When set to ON, players may trade rent immunity on properties.

Number of Starting Properties (Default = 0) - When set to a number (1, 2 or 3), this quantity of properties will be distributed to each player at the start of the game. Each player will be required to pay the face value of each of his/her properties to the Bank.

Free Starting Properties (Default = OFF) - If the previous option is enabled and this option is set to ON, players are not required to pay face value of the property to the Bank. Players will receive these starting properties for free.

THE PAUSE MENU

Players may access a variety of in-game options from the Pause Menu by pressing the Start button. From the Pause Menu, select from the following:



Help Information - Select this item to access in-game help.

Game Options - Select this item to access the Gameplay Options menu previously described on page 7.

Save Game - Select this item to save the current game to the Nintendo Game Pak. Only one game can be saved at a time. **Note**: When this option reads "Save Game Between Turns," you cannot save the game until the current player has finished his/her turn.

Return to Game - Select this item to return to the game in progress.

Quit the Game - Select this item to quit the game in progress.

HASBRO INTERACTIVE WEB SITES

Monopoly has an exciting, full and active web site dedicated to ensure you get the most out of your new game. You can visit us at:

http://www.monopoly.com

Kids, check with your parent or guardian before visiting the site.

Visit and you will discover that Hasbro Interactive web sites contain such things as:

* Technical Support
* Player Contact Information
* Demos
* Interviews
* Chat and Community
* Hints and Tips
* Software Upgrades
* Interaction
* Competitions
* Downloadable Themes
* And much more

We are constantly updating our web sites so stop by and visit us frequently. With events and new additions planned, you won't want to miss out.

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For more information on forthcoming and other existing Hasbro Interactive products, please visit our main web site at:

http://www.hasbro-interactive.com

Kids, check with your parent or guardian before visiting the site.

ONLINE STORE

If you enjoyed this product and would like to purchase other great Hasbro Interactive products online, stop by the ONLINE STORE for convenient shopping from home. Purchasers must be 18 years or older or have parent's permission.

TECHNICAL SUPPORT

If you are having technical difficulties with the *Monopoly* Nintendo 64 game, and need to call Technical Support, please have the correct name of the game available (and be ready to take notes).

For telephone technical support, please call **(410) 568-2377**. Support hours are from 8:00 a.m. to 12:00 midnight, Eastern Standard Time, Monday through Friday, and from 8:00 a.m. to 8:00 p.m., Eastern Standard Time, Saturday and Sunday, holidays excluded. No game hints will be given through this number.

You may communicate with our technical support directly from the Internet or through popular commercial online providers, such as America Online, Prodigy, and CompuServe. Direct any E-mail questions concerning the *Monopoly* Nintendo 64 game to: **HI@hasbro.com**

To find out more about the *Monopoly* Nintendo 64 game or any other Hasbro Interactive CD-ROM product, please visit:

http://www.hasbro-interactive.com

Kids, check with your parent or guardian before visiting the site.

LICENSE AGREEMENT

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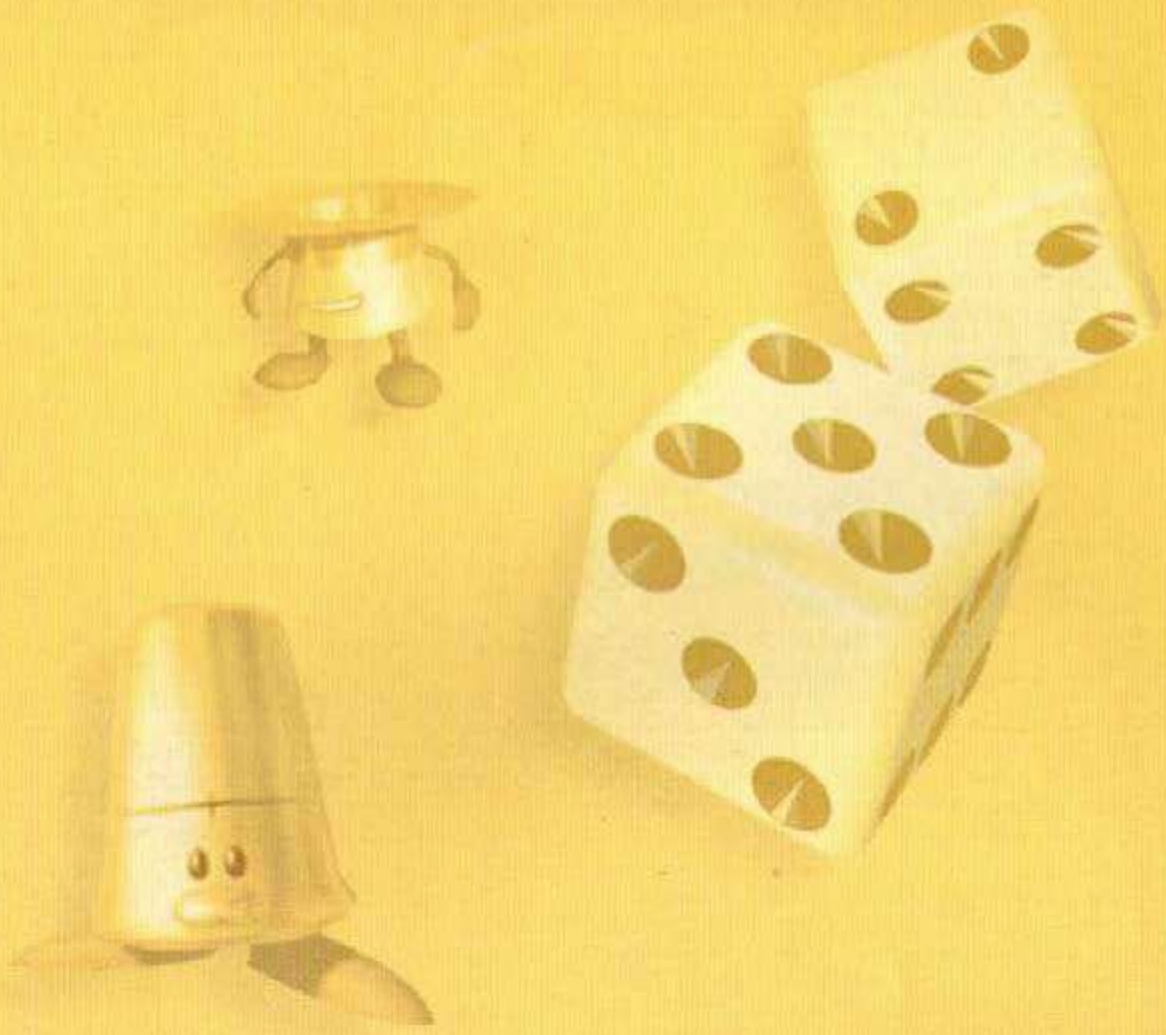

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